Stan Berry's GURPS Quirks Page

Quirks by Category

Eating Habits	Collections	Apparel	Fandom	Vehicle Related
Sleeping Habits	Physical Quirks	Money & Shopping	Biscuit Related	Speech Related
Religion Related	Nervous Habits	Other Habits	Superstitious	Mild Mental Disads
Goals	Weapon Related	Miscellaneous		

Eating Habits

- Vegetarian 2 days a week (a character in a CyberPunk campaign)
- Craves red meat (another example)
- Sweet tooth (one of my mage characters and me!)
- Dislikes chocolate (my 2nd daughter, for a while)
- Hates broccoli (George Bush)
- Hates onions (my mother)
- Really likes Ice cream (my sister-in-law)
- Uses fork and knife only with his left hand
- Likes tea
- Lives on Italian food.
- Thinks that any restaurant that you can't wear jeans to isn't worth visiting
- Doesn't drink alcohol
- Ethnic diet or religious diet.. Try eating stink fish some time, it can be more than a quirk, and a person who does eat "eskimo" food, can smell different.
- Only loves one type of food. Such as Pizza and Beer.
- Won't drink booze, but will usually taste any **unknown** substance
- Prefers to eat out every meal
- Hates chinese food

- doesnt like fish
- Always eats when working, always carry snacks (” This lock is darn tricky - here, I’ve got it! ”)
- only drinks tea
- sucks on lemon-flavored candy; offers some to people upon meeting.
- always carries an apple
- always <gulps> beer.
- Likes to suck back a pint of warm lard nightly.
- Looks for worms in all fruit.
- Won’t eat red vegetables.
- Won’t use artificial sweetener
- Can’t eat Bavarian cream pie without saying ”Mmmmmm Mmmmmm San Antone”!
- Forms dirty words in his alphabet soup.
- Eats potato-chip sandwiches (on white bread, yet).
- Cuts her dessert in half and pours pepper on one half so she won’t eat it all.
- Will wait for a booth at a restaurant rather than sit at a table or counter.
- Likes garlic and puts it in everything.
- Drinks beer with an egg in it
- Eats porridge for every meal.
- Hates to eat porridge
- Dislikes Strong Liquor
- Fond of Drink
- Strict carnivore
- Likes to taste new types of food

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Sleeping Habits

- Like to sleep late

- Early riser
- Sleeps in the nude
- Sleeps in flannel pajamas
- Needs soft music in background to get to sleep quickly (probably TL6+)
- Likes to sleep
- Wakes at night to check on his equipment/horses/car/starship engines
- Always sleep with the windows wide open (bad in a horror campaign!).
- Sleeps with a teddy bear
- Sleeps a lot
- Needs milk and honey before sleeping
- Needs a story before sleeping
- He has nightmares (related to a phobia/mental disadvantages/recent shock)

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Collections

- Collects baseball cards
- Collects stamps
- Collects teeth/claws/lock of hair/dna sample from slain opponents.
- Collects a weapon from defeated opponents.
- Collects [fill in the blank].
- Collects Royal Assassins, up to 13 so far.
- Collects firearms
- Keeps a collection of ”war trophies” from his/her conquests.

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Apparel

- Always wears something red [or other color] (a common quirk)
- Never wears anything red [or other color] (another common quirk)

- Always wears boots
- Wears only name brand (expensive) apparel
- She wear trousers (medieval character)
- Can never find clothes that fit just right
- Wears red socks with everything
- Wears only gold (or silver or turquoise...) jewelry
- Always wears a watch
- Only wears rock band t-shirts
- Can’t figure out what color clothing matches
- Always wears boots
- Always wears thigh-length boots
- Always wears shorts, especially in Winter
- Always wears funny hats - jester hats, cat-in-the-hat hats, pith helmets etc.
- Likes to dress like people half his/her age - ”It’s hip”
- Always wears two different colored socks, and type..
- Always wear his ”lucky” jacket (or she wears her lucky jacket).
- Loves jewelry.
- Always wear a hat, never leaves without it (the Indiana Jones syndrom)
- Wear prop glasses, but has 20/20 visions;
- Always wear cheap clothes/ill-fitting suits/overalls (fun with Status or Wealthy)
- Always wears as little clothing as possible
- Always wear tattered clothes (even when he has money for good clothes)
- Always wear expensive clothes (even when he doesn’t really have money for it)
- Always cowled.
- Always worried about latest fashions
- Always wears shirts that reveal buff stomach
- Dresses in suits

- Hates it when **someone else** wears black
- Can’t stand to wear ”frilly” clothes.

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Fandom

- Fan of the Chicago Bulls (another example)
- Fan of Jenny Longitude, the Holovid Star (used in a Space campaign)
- Thinks college football is the most important sport. Roll tide! (that’s me!)
- Never misses an epsiode of ”Friends”.
- Always relates things to TV shows, movies, books, or songs.(Pick one or two.)
- Quotes song lyrics (especialy of a particular cult band.)
- Fascinated by end-of-the-world novels
- Has a favorite tv/radio show
- Roots for the predators on nature programs
- Loves mysteries.
- Loves the violin.
- A REAL BIG *Village People* fan
- Trivia student of pop culture
- Loves the Ballet, and traditional dance, but hates to admit it
- Gets up early to watch saturday morning cartoons
- Loves to Listen to Music

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Money and shopping

- Greatly enjoys free perks (one of my bosses)
- Dislikes malls and avoids them whenever possible
- Carries a $100 bill for emergencies (name withheld to protect the individual)
- Prefers small bills

- Carefully checks bills and/or coins for counterfits
- Loves garage sales
- Coupon clipper
- Thinks twenty coppers is better than a silver piece any day (for low IQ characters)
- Thinks 7 or 8 pennies is better than a dime any day (for low IQ characters)
- Prefers to work for room and board, cause he never misses a meal, but he often misses money...
- Won't carry pennies; will toss them away in streets if he can't spend them
- Always has to stop and shop, no matter the circumstances. (male or female).
- Carry wad of cash and counts it in public (for Wealthy+ characters);
- Hates carrying pennies and will happily toss them in the street.

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Physical Quirks
(Anything that makes the character easy to identify in a police line-up is worth a quirk point)

- Noticeable Tattoo of [fill in blank] on [fill in body part]
- Noticeable scar on [fill in body part]
- Noticeable burn scar on [fill in body part]
- Pierced [fill in body part] (only allowed if noticeable and uncommon for the character's culture)
- Hair dyed [fill in unusual or un-natural color]
- Extremely hairy arms
- Bald
- Noticeable birthmark
- Looks just like [fill in name of celebrity]
- His feet are incredibly bad-smelling
- No beard (male only) (Could grow a beard but shaves)
- Has allergies. Alot of sneezing on dry days in spring-fall. [To give more depth, give strong allergic reactions to the common nasty ones

like nuts, bee stings, strawberries, MSG, cow's milk, etc.]

- Hay fever
- Allergic to cats (others)
- Gaseous (and no, that doesn't mean transparent or foggy).
- Always gets a sunburn
- Urinates frequently
- Sneezes extra loud
- Foams at the mouth when excited/angry
- Thrives in cold weather, hates warm weather. Comfortable in T-shirt and shorts in mid-50s weather; starts sweating when the temperature goes above 75.
- Loves to have pierced ears, nose, lip, or whatever.
- Loves to use body as a Tattoo Canvas.
- Large beard and proud of it;
- Incessently cracks knuckles
- Large burn scar on left forearm
- Drools.

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Biscuit Related
(submitted by JLJ with respects to S. John Ross)

- Insists only his biscuit process is correct
- Thinks that biscuits are cookies (see character's IQ)

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Vehicles
(If the campaign will involve active use of vehicles, vehicle quirks make sense)

- Bumper sticker that says [fill in blank]
- Unique vehicle decorations [give details]
- Won't drive faster than 40 miles per hour
- Won't ride in German cars (concentration camp survivor)

- Will not ride in anything Japanese (or non-american, or non-japanese,or what ever)
- Prefers to steal German cars over all others

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Speech

- Irish brogue
- Accent [specify type of accent; Note that some accents could cause a social stigma disadvantage in some settings]
- Sometimes speaks of self in 3rd person.
- Mutters poetry under his breath
- Says ”Thwap” when he fires his bow.
- Uses big words to impress listeners
- Doesn’t talk much; uses short simple words when he does talk.
- Talks very softly, especially when involved in major arguments
- Never uses contractions
- Calls everyone (males and females) ”babe”
- Repeatedly states ”see, you really get it.” when conversing with someone.
- Says ”see I always knew this would happen” whenever something weird happens.
- Says ”Oh, crap, it’s gone south on me.” when something bad happens.
- In conversation, if a word has slipped his mind, he’ll stop and think *and not give up* until he finally recalls the right word.
- Puts hand on your hand/arm/shoulder/leg when talking.
- Distracted easily during conversation.
- Often seems to go out of his way to answer the exact question that was asked of him instead what the questioner obviously meant
- Calls everyone ”Darling”—even close friends
- Tells ”stories” with no point or conclusion
- Argues points with people who agree with him
- Uses lingo coined in books in regular speech (ie ”embleer”,”horrorshow”, ”grok”)

- Uses the word ”psychic” instead of psychological
- Is fond of malapropisms, or cannot help making them (e.g. psychotic for psychic)
- Drones when she talks
- Hates quiet pauses in conversations
- Hesitates before speaking; always considers his words first
- Nervous laugh before talking
- Always laughs at his own jokes
- Tells dirty jokes, even when not appropriate
- Off-color joker
- Makes goofy tv references for every ocassion
- Stutters when excited
- Poor vocabulary, spelling, & grammar
- Makes derogatory comments about people who aren’t there
- Voices gets higher when he/she drinks.
- Talks to inantimate objects
- speaks without an accent
- constantly interrupts others
- speaks with poetic flair
- Grunts for ”yes”, snarls for ”no”, shrugs for ”maybe”;
- Cackles;
- Talks to himself;
- Talks of objects as if they were people;
- Ends every sentence with the word ”dude”
- Always gives the vaguest possible answer to questions
- Always speaks at far to high a volume
- Conversations always turns to cats
- Never speaks unless spoken to
- Always answers a question with a question
- Always complains, starting with ”when I was young...”

- Always talks about his/her lost love
- Constantly tells jokes that aren't funny
- Mispronounces names
- Calls all women mother
- 'erm..'s a lot
- Always speaks about [adj]ness of things (I know a guy who talks about the deadness of stones in a game of go, the buggedness of programs, beautifulness, and whatever else you can think of)
- Always answers a question with another.
- Tells children stories about the "Children Hawk."
- Tells people: "I'll learn ya!"
- Uses the word "weasel" in conversation far too often.
- Rhymes peoples' names: "Well, hello there, Arthur-barthur! Saw Geno-jalapeno the other day, you know."
- Mumbles/Mutters
- Calls anyone yonger than himself "sonny" or "my girl" (best for elderly characters)
- Always talk of "the good old days" (ditto)
- Always opens conversation on a new subject with the same phrase ("Funny, I don't know how I got to think of this, but ..")
- Swears at the least opportunity - like when he grabs in the wrong pocket for his wallet etc.
- Mispronounces names
- Tags -[noun] onto the end of all sentences, i.e.: "thats a rodger, rodger", "come in, bob, rodger" or "I'd like coffe with that, rodger[2] (works well in fantasy games as well) ie: "I'm from the OhClanahan clan, ahan", "I'll have an ale, ahan", "Watch it, or I'll swat ya with my shileighle, ahan"
- Says "hoo hoo hoo" if poked in the stomach
- Says "Thwap" when he fires his bow.

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Religious

- Will not work after sunset on Friday. (Seventh day adventists for one

example.)

- Frequently quotes scripture.
- Tithes regulary. (10% of all income might be more than a quirk in some campaigns!)
- Insists on a prayer before every meal. (Not a good quirk if the standard in the society.)
- Doesn’t drink alcohol (for religious reasons.)
- Carry bible and hipflask in coat pocket;
- Believes the Assassins’ Guild is a religious organization.
- Attempts to turn every discussion into a religious argument

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Nervous Habits

- Rarely passes a mirror without checking his/her hair
- Scratches his nose
- Always drumming on things
- Fiddles with glasses when talking.
- Strokes head when thinking.
- Smiles nervously when pausing in a conversation.
- Rolls eyes when bored or annoyed.
- Stretches every time after standing, lifting something, during casual conversation, etc.
- Absently bounces leg while sitting.
- Contantly cracks knuckles, back, and/or joints.
- Combs hand through hair often, especially when nervous.
- Picks scabs.
- Bites finger nails
- Gratuitously pats other people’s necks
- Nosepicker (odious personal habit - more points?)
- Always smooths the wrinkles out of what he/she’s wearing
- Constantly tapping fingers or feet

- Calls home all the time to check in
- Nervous twitch.
- Grips genitals when nervous
- Fidgets with glasses when speaking.
- Smiles and pats his head durring lectures
- Chews fingernails
- Always drums a ruythm with fingers/hands on table/knees/thighs.
- Likes to twiddle his hair
- Is constantly chewing gum.

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Other Habits

- Always carries a water bottle/flask, but hardly ever drinks from it
- Likes to make arcane references
- Always saying something like ”You know, I’m gonna quit this job any day now,” but never does
- Hugs all his friends.
- Chases dogs with electrical appliances.
- Always has a book under arm or in pocket.
- Carefully opens packages and saves wrapping paper (this is probably rather common in fantasy worlds).
- **Always** carries an umbrella
- Always remembers everyone’s birthday
- In spare time, whittles wood/carves small bones;
- Bums people for small change, even if there is no real need;
- Carries yo-yo and practices elaborate tricks/juggles/does coin tricks;
- Taunts foes.
- Affects a consumptive cough.
- Always looks around in a certain particular way.
- Follows orders in letter, not in spirit.
- Grins evilly.

- Laughs evilly.
- Carry a pack of sundry medications for heartburn, stomachache and headaches, and always complain of those selfsame afflictions;
- Always doublechecks everything;
- Pessimist - always assume nothing will work;
- Always looks around and gawks like a tourist, even in well known places;
- Won’t go out without an elaborate hairdo;
- Refuses to let anyone walk behind him/her if possible
- Likes to tie nooses in ropes.
- Can’t stop ”improving” on a good thing until it becomes a full-blown disaster: ”Yeah, three times the speed of light is OK, I guess, but let me bypass the flummery controller..... ”
- Has to critique everything: ”I’d say the battle was a dubious success. Though Rodin fought at nearly his full ability, Shila and Walt seemed to be holding back, possibly doubting their own abilities.”
- Shutterbug.
- Writes his name/initials/mark as grafitti everywhere. (mostly harmless, but probably a -15 point disad for a member of the Status
- Laughs to himself at intervals, for no apparant reason.
- Always identifies himself as ”a student”, though it’s 15 years since he dropped out of university.
- Always treats members of the opposite sex with courtesy
- Sharpens his knife, counting each stroke, for hours.
- Dances about falled foes.
- Likes to yell ”Splat” when assailants hit the ground
- Usually very happy, smiles a lot
- Squints a lot
- Listens to traveler’s tales at every opportunity (this explains his approach to PC group)
- Tries to impress the local girls
- Inspects and comments on horse shoes and other blacksmith work (his father was a blacksmith)
- Enjoys books - Lingers in libraries or book stores

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Superstitious

- Thinks Friday the 13th is his lucky day (that's the day his concentration camp was liberated)
- Believes in astrology
- Believes all animals can talk to each other

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Mild Mental Disadvantages (Phobias, Manias, Delusions, Ineptitudes, etc.)

- Vindictive
- Thinks he is a great strategist
- Ineptitude for strategy (in the same character)
- Thinks mules are faster than horses
- Fears to suffocate
- Computer dyslexic
- Can never remember names
- Annoyed that he's losing his hair.
- Lets women walk all over him.
- Loathes confrontation and will do anything to avoid it
- Thinks New Year's is on the 4th of July
- Hates leaving the house (not a very good one for most PCs)
- Tries to make everyone fall in love with her
- Wants everyone to be his friend; tries too hard
- Sees the world in a negative light
- Worries about making her boyfriend jealous by just saying "Hi" to another guy
- Refers to his black cat as "a matching accessory" at least twice an evening.
- Always exasperated

- *Everything's* a joke
- Takes him/herself very seriously
- Big ego
- Has trouble saying ”no”
- Thinks he/she can sing
- Sings to himself, but can’t actually sing, and doesn’t know the words
- Insists on discussing things he doesn’t know about
- Relates every new experience back to childhood ones, whether or not it’s appropriate
- Concerned about going bald
- Takes everything personally
- Can never remember own age
- Can’t spell for sh*t
- Reads and quotes Dr. Seuss
- Fasciated by the Unnatural
- Secretive about Past
- Vain
- Convinced that cars are ”people” too and can talk. They are usually just to shy to respond.
- Considers himself a ladies man (rarely true, however)
- Holds a grudge
- Fancies himself a forgery expert (its untrue)
- Becomes obsessed with whatever mission he is on.
- Believes magic is the supreme power.
- Believes purple rays emanate from his eyes.
- Believes the Soul resides in human blood!
- Couldn’t care less about politics.
- Doesn’t take no for an answer.
- Drawn to the moon.
- Fancies himself a lord.
- Has a certain obsession with spores.

- Likes to torture people.
- Likes to watch torture.
- Lusts for an Elvish maiden.
- Obeys all orders unquestioningly.
- Obsessed with cavalry tactics.
- Poisons small animals.
- Practices puches and kicks on hanging meat.
- Pretentiously spiritual about his sword.
- Respects the Undead!
- Sensitive about the appearance of his beard.
- Vengeful.
- Will not turn his back on a boiling pot.
- Mentally types out thoughts with his toes.
- Put things in his pockets and forget them (”What’s this? My lunch from last tuesday? So that’s where it went!”)
- Mildly Overconfident
- Mildly Paranoid
- Shy with Women
- Suspicious of Men
- Chauvinistic
- Mildly fanatical about whatever he happens to be doing.
- Somewhat afraid of windows.
- Broadminded
- Proud
- Suspicious of Women
- Thinks He’s Lucky
- Messing with angels makes you tired, got to rest and pray a bit.
- Asks angels not to drop victims onto houses
- Imaginative
- Very panicky

- Mild fear of dogs
- Thinks beer is inherently magical
- Wanderlust
- Very Mild Pyromania
- Curious about new insects

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Goals and Self-Improvement

- Wants to learn to read
- Wishes he could become more zen-like.
- Wants to be a pimp someday
- Wants to become a bartender someday
- Plans to return home after proving himself
- Wants to earn the respect of his [high school, swordsmanship, etc.] teacher
- Wants to get enough money to retire comfortably
- Wants to find and marry a man who is her equal with a sword
- Wants to find and marry a woman who is healthy, beautiful, smart and faithful.

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Weapon Related

- Names her/his weapons.
- Calls his halberd ”Hal”
- Red fletching is his trademark
- Doesn’t like fine weapons. (Sells it if he gets one.)
- Conceals minimum of x knifes/guns/small weapons on his person; carries them at all times.
- Collects weapons of fallen foes.
- Has memorized the statistics for most 20th century guns.
- Wants to handle new weapons that he sees.

- Prefers to use a crowbar as his weapon of choice. (The character was named ”Thud”.)

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Miscellaneous (no categories—yet)

- Listens to organ music on the stereo while he/she vacuums the house
- Loves the sea and the ships
- Walks very fast (a 4’10 tall 150 lbs character)
- Prefers the Pru to the Hancock. (For you fellow Bostonians)
- Spends most of his work day frittering away time on the Net.
- Enjoys being left alone (gotta have common quirks too! :-)
- Enjoys thunderstorms, and finds them quite relaxing.
- Is consistently two to three hours late anyway
- Walks with an unusually quick pace. Once, after breaking his toe,
- discovered that he could *hobble* faster than most people walked.
- Refuses to delete the body of long posts when replying
- Easily confused by game rules
- Makes up characters who can’t work with the party
- Can’t say no to players who make up characters that can’t work with the party
- Talk to people in other states or countries via the internet more than to people he sees face-to-face
- Won’t see movies that were entirely plotted out in the preview, unless they’re not going to be really plot-heavy anyway
- Perfectly groomed nails
- Calm under pressure
- Has a unexplained dislike for a particular organization. Not quite a prejudice, just not-explained.
- I can run down a list, but, I might dup something..
- Likes building elaborate dwellings underground via earth spells :)
- Likes to help underdogs
- Loves Potions and unknown liquids in flasks

- Alternately Callous then Tender
- Likes the cold
- Likes to befriend children
- Likes to play matchmaker
- Loves doing yard work
- Prefers moonless nights
- Admires professionalism
- Thinks americans are lazy dogs
- Loves heights but cant climb
- Believes he is smarter than the average bear
- Prefers to be called by last name
- Likes to pretend to be lost
- Likes to sneak up on people
- Likes to be a mount for others when in tiger form
- Likes to associate with mages .... the sillier the better
- Always trying to set up his own private deal
- Resents being confused with Michaelites
- Tries to determine origins via accents
- Considers horses superior to commoners
- Always sucks on this huge smokepipe and use it to point at things;
- Carries extraneous amount of ID on his person - old credit cards, library cards, fan club cards...
- Often tries to open ”push” door by pulling, and vice-versa;
- Smiles when angry or annoyed (a great characterization);
- Always quotes some obscure personnage (great if you run off at the mouth when you roleplay).
- Always, always exceedingly polite and formal in all dealings and situation (”I’m afraid you will have to remove yourself from the premisse, sir, for if not I will threaten you with bodily harm.”);
- Has this huge watch; always check what time is it;
- Smokes only particularly foul cigars, or drinks only this one brand of cheap whisky - and enjoys it;

- Likes to smoke a pipe.
- Only wears black (or other color) clothes
- Likes to run a little, instead of walk normally
- Always carries ground glass.
- Always goes for leg shots: likes to watch ’em limp!
- Always wears heavy armour.
- Aspires to be eternally young.
- Carries a sap, knife and garotte he has no skill with.
- Has little use for honour codes.
- Hates civilization.
- Hates puns.
- Kicks dogs.
- Knowledge-hungry.
- Makes small-talk with foes in battle.
- Matter-of-fact about everything.
- Nominal Satanist.
- Outspoken.
- Smiles like a goon all of the time.
- Sombre.
- Spiteful.
- Stares obsessively at hooks and spikes.
- Takes a good sniff of his boot from time to time.
- Total atheist.
- Likes signing name
- Won’t travel without going to the bathroom first
- Smokes cigarettes backwards (lit part resting on tongue).
- EXTREMELY brand name conscious.
- Actively hates fads.
- Morbid sense of humor.
- Whiner

- Quo police force in a time travel campaign)
- Fickle about his health - always worrying wether he has dressed warm enough etc.
- Enjoys sent of own armpit.
- His shield is solid red.
- Fond of cats
- Likes blood
- Likes to punch things
- Dislikes mages
- Enjoys eye shots
- Combat should always be at 10 yards or more
- Uncomfortable around humans
- Tries to intimidate people (default skill 5)
- Hates being small
- Crafts small trinkets for the ladies in town
- Irritated by children
- Dislike of magic
- Always uses Illusion Disguise; likes to look flashy
- Likes to cast spells drunk
- Will try any drug that isn’t likely to kill him
- Trademark: black ’D’ symbol
- The Ice Man Cometh (character is an Ice Mage)
- ”Revenge is a dish best served - Frozen!”
- Wears all white, black top hat, round black buttons
- Insists only his biscuit process is correct.

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